Tag

The player in first place starts with the Gun.
Everyone else can leave the Table first.
After 15 seconds, the player with the Gun can leave.
3 minutes
If you have the Gun, you can tag anyone and say "**Bang**."
They must take the Gun and clap while counting to 10 seconds out loud before they can move again.
You cannot set the Gun down.

-1 point for having the Gun when the time ends

Hide & Seek

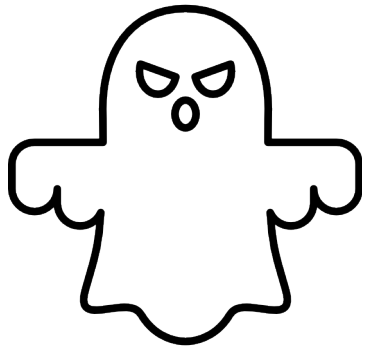
The player in last place starts with the Prize.
The player in first place starts with the Gun.
The player with the Prize can leave the Table first.
After 15 seconds, everyone without a gun can leave.
After 15 seconds, the player with the Gun can leave.
5 minutes
You can tag someone you think has the Prize and say "**Yoink**." If they do have the Prize, they must give it to you and clap while counting to 10 seconds out loud before they can move again.
If you have the Gun, you can tag anyone and say "**Bang**."
They must take the Gun and clap while counting to 10 seconds out loud before they can move again.
You cannot set the Gun or the Prize down.

+1 point for having the Prize when the time ends
-1 point for having the Gun when the time ends

Assassin

Assign each player a numbered card based on their ranking by points. 1 to first place and so on. Shuffle a matching set of cards as a target deck. These are target cards that correspond to the ranked cards of each player.
Starting with the second place player then third and so on, each player draws a card, secretly looks at it, and then gives it to another player or keeps it for themselves. The last place player may draw the last 2 cards. You cannot give a player their own number or keep your own number for yourself. Each player can only get one target card.
Make sure you know your target's name.
The player in first place starts with the Gun. The Prize starts on the Table.
Players leave in descending number order 10 seconds apart and must move 6+ feet away.
5 minutes
You can tag someone you think is your target and say **their name**. If it is your target, they must say "**Ouch**" quietly, die, and silently sit down for the rest of the round.
You can tag someone you think has the Prize and say "**Yoink**." If they do have the Prize, they must give it to you and clap while counting to 10 seconds out loud before they can move again.
If you have the Gun, you can tag someone you think has the Prize and say "**Bang**." If they do have the Prize, they must give it to you, die silently, and sit down for the rest of the round.
You can set the Prize down, but only on the floor in an easy to reach place and not while you are being tagged.
You don't have to respond if you are the wrong person or not holding the Prize.

Player with the Gun:
+1 point for each kill
+1 point for being alive
-1 point if the Prize isn't on the Table when the time ends
Everyone else:
+1 point for killing their target
+1 point for being alive
+1 point for having the Prize when the time ends



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